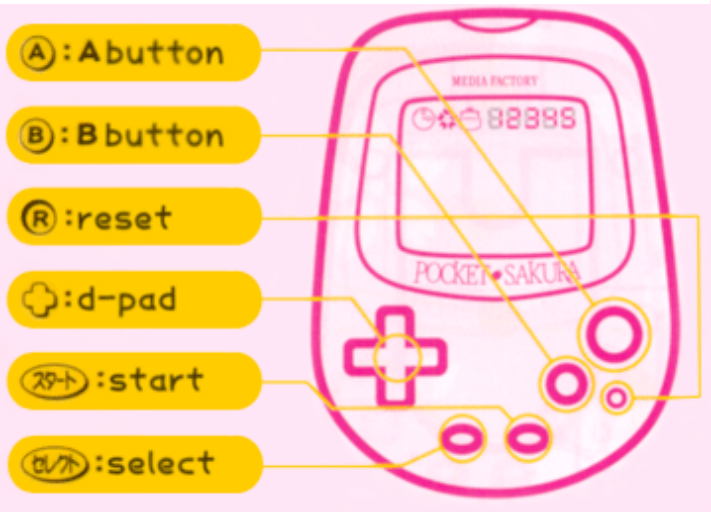
Thanks to Val of Tinkerville and Mary Jo of http://tamagotchi.port5.com/ for sending in these instructions!

What follows is simply a basic translation of the documentation that comes with Pocket Sakura. For much more information on Pocket Sakura gameplay and about Sakura Taisen in general, please visit Carl's Sakura Archives

button functions



Button Name	When to use it
Ⓐ:A button	To select a destination or item, or to view the screen (press for several seconds).
Ⓑ:B button	To cancel an item (return to the previous screen) or to turn off the screen (press for several seconds).
Ⓡ:Reset button	Erase all data and start over. after you press the reset button, you will get a screen saying "restart/continue". To erase all data, choose "restart". Choosing "continue" will cancel the reset.
:D-pad (cross button)	↑・↓ To choose an item or to raise or lower a number. ←→ To select one of these marks
:Start	View the Settings Screen
:Select	View the Data Screen

let's begin

1. First, remove the battery tab.

The "colours" adjustment screen will automatically appear, followed by the "clock" screen. If the "colours" screen does not appear, please press the Reset Button.

2. Adjust the colours

Using the d-pad (up and down), adjust the colours of the screen. Choose colours that are easy for you to see. When you are satisfied with the colours, press the A button. (Pressing up will make colours darker, pressing down will make them lighter).

3. Set the date and time

Use the d-pad (up and down) to select the year, then press the A button to set it. Next, set the

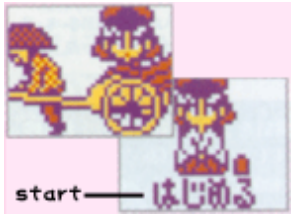
Month, Day, and then Hour, Minutes in the same fashion.

4. Now, let's walk

Once you have set the colours and the time, Sakura will appear on the screen. First, walk to the Teito Theatre to meet with Manager Yoneda.
*In Pocket Sakura, the "Taiteikoku Theatre" is called "Teito Theatre"

Alert! In order to save battery power, Pocket Sakura has an energy conservation function. When you aren't doing anything with the unit, the screen will automatically turn off. When you want to see the screen, press the A button for several seconds. Sakura will soon reappear.

walk with Sakura



As you walk, look in the upper right corner of the screen to see how many steps you've taken. Furthermore, as you accumulate steps, you collect points. While Sakura is staying in a location, you will get 1 point for every 10 steps you take. While she is in "idou" or "sansaku" (travelling between locations - see details below), points will not be collected. With the points you've collected you can ride in vehicles or play a mini game.
*When you've reached 1,000,000 steps, the counter will go back to 0, however your gallery and data will not be erased.

talk with Sakura

Use the D-pad (left and right) to highlight the Sakura mark in the upper left corner of the screen. Press the A button to talk to Sakura.

What are the marks?

Use the d-pad to select the icons in the upper left corner of the screen. Apart from the times when you are talking to Sakura, these icons will let you do many things.

Clock Mark

Selecting this mark and pressing the A button will show you the current time. There are 2 different types of clocks, press the A button to choose one.

Sakura Mark

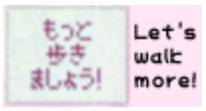
This mark will let you communicate with Sakura in many different ways.

When Sakura is drinking tea

If you talk to Sakura while she is relaxing and drinking tea, the "idou" "sansaku" screen will appear (more details below). Once you have chosen one, the number of steps to a new destination will appear. Once you have chosen a destination, she will begin walking.

When Sakura is walking

Try talking to Sakura while she is walking. She will say many different things. You cannot change your destination while she is walking.



When Sakura arrives at her destination

When Sakura reaches her destination, she will let you know with an "arrival sound". If you talk to Sakura now, she will tell you that she has arrived. At the destination, she can meet with members of Hanagumi and visit famous landmarks. When she's finished at a location, she'll have some tea and relax.

Purse Mark

Highlight this mark and press the A button to see the purse screen. Here you can have fun with the points you've collected by riding in vehicles or playing dice.

Vehicles (this cannot be used while she is staying at a location)

When your destination is far away, you can travel in a vehicle. The 3 types of vehicles available are "rickshaw", "taxi" and "train" and each vehicle screen will tell you how many points are needed to ride and how far (how many steps) it will take you.

Dice Game (cannot be used while she is staying at a location)

Let's play dice with Sakura. Sakura will throw 2 dice and you must guess if the sum of their numbers is odd (3, 5, 7...) or even (2, 4, 6...). If you guess correctly, you will be awarded points.

Data Transfer

This function lets you trade points with other Pocket Sakura or Sakura Taisen GB (gameboy colour game).

What is the Data Screen?

Press the select button to view the Data screen. Here you can see a record of how far you've progressed with the game.

Steps Taken

Here you can see the number of steps you have taken. Use the d-pad (right) to see "Steps Total" (the number taken from the start), "1 day ago" (how many steps were taken yesterday), "2 days ago", "3 days ago", "4 days ago", "5 days ago", "6 days ago", up to "7 days ago".

Walk

While Sakura is walking, this screen will tell you the distance to the destination (in steps). When she's reached her destination, this screen will show how far she has travelled.

(the screen to the right says "2000 steps to Ginza")

Gallery

Here you can see all the people you've met and places you've visited. Use the D-pad (right) to see the next picture.

The Settings Screen?

Press the start button to see the Settings screen. Here you can adjust sound, clock and screen colours.

Sound

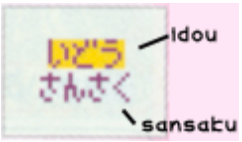
Use the D-pad (up and down) to choose which function you want to adjust, then use the d-pad (left and right) to change the settings for that function.
S E : turn the sounds that occur during the game on or off
Alarm : turn the alarm on or off
Arrival : turn the sound that plays when Sakura reaches a destination on or off
*there are 6 different sounds for the alarm and Arrival Sound, so select the one you like. In the beginning, you will only have one sound to choose, but when you meet Kayama, your options will increase.

Clock

Date : change the year, month and day
Time : change the hours and minutes on the clock
Alarm : set the time for the alarm to go off

Here you can change the colours of the screen (see more details at the top of this guide).

Idou and Sansaku?



At this screen you can select what destination you and Sakura will walk to. Use the D-pad (up and down) to choose between "idou" and "sansaku" and press the A button to enter. Then use the d-pad (left and right) to choose your destination (there will be times when you are given only one choice).

"Idou"

"Idou" (loosely translated: migration) lets you journey from town to town. In the beginning, you will only be able to go to nearby towns, but if you walk a lot, you will be able to go to places like Sendai, Yokohama, Russia and France.

"Sansaku"

When you arrive at a town, be sure to "Sansaku" (loosely translated: stroll). You may find hints that will help you travel to faraway places.

What is "Transfer" for?

You can give or receive points from your friends' Pocket Sakura or Sakura Taisen GB games. Firmly attach the transfer ports and select the "transfer" function.

Giving points

Once you have attached the data ports, select "transmit" from the transfer menu of the Purse screen. Use the d-pad (up and down) to choose how many points to give.

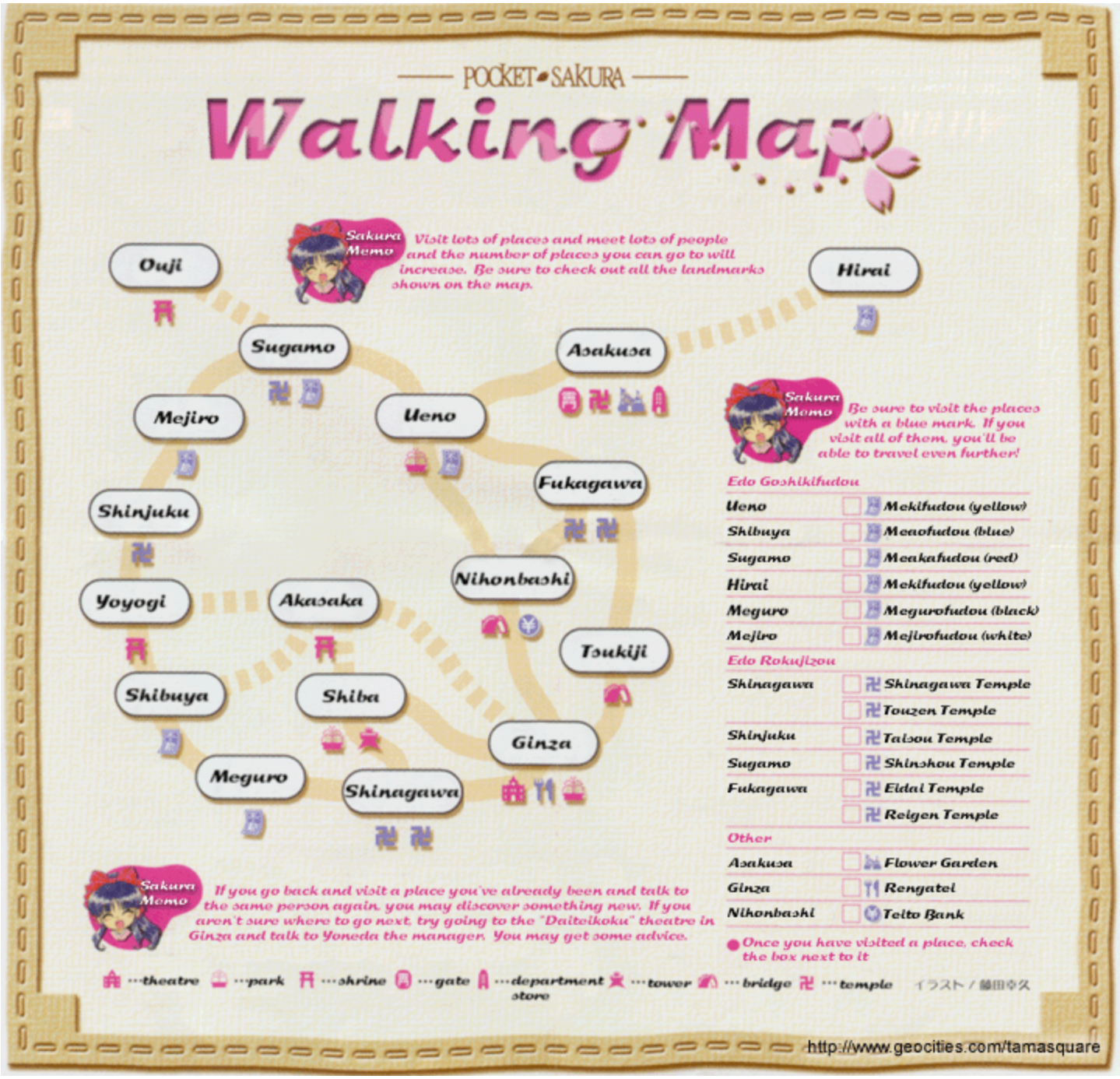
Receiving points

When the receiving unit is prepared, select "receive" from the transfer menu of the Purse screen.

Now, let's start the transfer!

When both the receiving unit and transmitting unit are ready, press the A button on both simultaneously.

next page



Translation/Cultural notes regarding this map:

The map had two terms that I had difficulty translating and I had to do a bit of research on the internet to learn more about them. Unfortunately, the only sites I could find with details about them were in Japanese, so please take the information below with a grain of salt - the terminology regarding these words was relatively complex and my Japanese isn't great to begin with.

Edo is the former name of Tokyo. For more information about the Edo era, look here.

"Goshikifudou"

This term can be broken down as follows:

goshiki = "five colours"

fudou = "immovable"

The Goshikifudou are five 'monuments' (using the term loosely here) that were set up around

Edo to protect the city. The five colours, blue, white, red, black and yellow, protect the East, West, South, North, and center, respectively. The five colours are symbolic of the Buddhist deity, Fudou Myo-o. From http://www.asahi-net.or.jp/~QM9T-KNDU/buddhism.htm:
"Fudo {foo-doh} Myo-o, or Acalanatha in Skt. Means the Immovable. The God of Fire, or Acala-vidyaraja. He usually holds a sword in his right hand and a rope in his left. He is standing up threateningly in order to destroy the devils who oppose the practice of Buddhist virtue, with his bare teeth and glaring down furiously. The background of flames is for the purification of the mind; the sword is to fight against the devil. The rope in his left hand is to bind the devils. The statue of Fudo Myo-o occupies the central position of the Five Myo-o and is surrounded by his four attendants. In Kamakura, Joju-in and Myo-o-in are consecrated to it."
To see photos of the Goshikifudou, look here, the source of the information cited above. The site is in Japanese, but each thumbnail has its name written in its corresponding colour next to it (the yellow is labeled with yellow text).

"Rokujizou"

Again, from http://www.asahi-net.or.jp/~QM9T-KNDU/buddhism.htm:
"In Japan, Jizo Bosatsu is popularly believed to be the guardian deity of children including aborted fetus and is ubiquitous roadside icons, which are often clothed in red bib."
Approximately 300 years ago, these Jizou statues were built on the major highways of Edo to protect travellers. For pictures of five of these statues, look here. This site is also in Japanese. The locations of the Jizou statues shown are, from top to bottom, Shinagawa Temple, Touzen Temple, Taisou Temple, Shinshou Temple, and Reigen Temple.

Rengatei

Rengatei is an actual restaurant in Ginza. For some interesting info about it, click here.